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Assistant Commissioner for Patents
Washington, D.C. 20231

On April 30, 2001

TOWNSEND and TOWNSEND and CREW LLP

By:

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PATENT
Attorney Docket No.: 07722-029800US
Client Reference No.: P-229

*#5 Exp Time (3)
Amend A*

*slalo1
B. Ross*

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re application of:

Richard Snow and Steve Shaffer

Application No.: 09/338,286

Filed: June 22, 1999

For: PROCESSING PLATFORM FOR A
GAMING MACHINE

Examiner: S. Clayton

Art Unit: 3713

AMENDMENT

RECEIVED

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TECHNOLOGY CENTER R3700

Assistant Commissioner for Patents
Washington, D.C. 20231

Sir:

Applicants requests a three-month extension of time from February 22, 2001 to May 22, 2001 and authorize the Commissioner to charge the fee therefor to our deposit account in accordance with the attached Fee Transmittal sheet.

In response to the Office Action mailed November 22, 2000, please amend the above-identified application as follows:

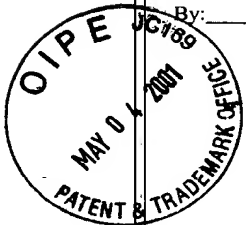
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IN THE CLAIMS:

Please amend claims 1-10 as follows:

1 1. (Once Amended) A processing platform for operation of a gaming
2 machine, the processing platform comprising:
3 a bus;
4 a gaming processing subsystem coupled to the bus for controlling
5 functional aspects of gaming machine operation that involve game functionality, the functional
6 aspects of gaming machine operation comprising game outcome determination; and



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8 a general computing subsystem coupled to the bus for controlling non-
9 functional aspects of gaming machine operation that do not involve game functionality, the non-
10 functional aspects of gaming machine operation comprising player visual display;
11 wherein the gaming processing subsystem is physically separate from the
general computing subsystem.

1 2. (Once Amended) A processing platform in accordance with claim 1
2 wherein the bus uses an interface protocol selected from a group consisting of peripheral
3 component interconnect (PCI), industrial standard architecture (ISA), Versa Module Europa
4 (VME), and accelerated graphics port (AGP).

1 3. (Once Amended) A processing platform in accordance with claim 1
2 wherein the functional aspects of gaming machine operation further comprise at least one aspect
3 selected from a group consisting of game play history, game accounting, gaming machine access,
4 I/O control, random number generation and game authentication algorithms.

1 4. (Once Amended) A processing platform in accordance with claim 1
2 wherein the non-functional aspects of gaming machine operation further comprise at least one
3 aspect selected from a group consisting of player attract animation, audio player feedback and
4 attraction, real time video presentations, and commercial operating systems.

1 5. (Once Amended) A processing platform for operation of a gaming
2 machine, the processing platform comprising:

3 a bus that uses an interface protocol selected from a group consisting of
4 peripheral component interconnect (PCI), industrial standard architecture (ISA), Versa Module
5 Europa (VME), and accelerated graphics port (AGP);

6 a gaming processing subsystem coupled to the bus for controlling
7 functional aspects of gaming machine operation, the functional aspects of gaming machine
8 operation comprising game outcome determination and further comprising at least one aspect
9 selected from a group consisting of game play history, game accounting, gaming machine access,
10 I/O control, random number generation and game authentication algorithms; and

11 a general computing subsystem coupled to the bus for controlling non-
12 functional aspects of gaming machine operation, the non-functional aspects of gaming machine
13 operation comprising player visual display and further comprising at least one aspect selected

14 from a group consisting of player attract animation, audio player feedback and attraction, real
15 time video presentations, and commercial operating system;

16 wherein the gaming processing subsystem is physically separate from the
17 general computing subsystem.

1 6. (Once Amended) A gaming machine comprising:
2 a housing;
3 a user input connected to the housing;
4 a display connected to the housing; and
5 a control system at least in communication with the gaming machine, the control
6 system comprising a processing platform that comprises:

7 a bus;
8 a gaming processing subsystem for controlling functional aspects
9 of gaming machine operation coupled to the bus, the functional aspects of gaming machine
10 operation comprising game outcome determination; and

11 a general computing subsystem for controlling non-functional
12 aspects of gaming machine operation coupled to the bus, the non-functional aspects of gaming
13 machine operation comprising player visual display;

14 wherein the gaming processing subsystem is physically separate
15 from the general computing subsystem.

1 7. (Once Amended) A gaming machine in accordance with claim 6 wherein
2 the bus uses an interface protocol selected from a group consisting of peripheral component
3 interconnect (PCI), industrial standard architecture (ISA), Versa Module Europa (VME), and
4 accelerated graphics port (AGP).

1 8. (Once Amended) A gaming machine in accordance with claim 6 wherein
2 the functional aspects of gaming machine operation further comprise at least one aspect selected
3 from a group consisting of game play history, game accounting, gaming machine access, I/O
4 control, random number generation and game authentication algorithms.

1 9. (Once Amended) A gaming machine in accordance with claim 6 wherein
2 the non-functional aspects of gaming machine operation further comprise at least one aspect
3 selected from a group consisting of player visual display and attract animation, audio player
4 feedback and attraction, real time video presentations, and commercial operating systems.